

# Germantown Parks and Recreation

## Adult Kickball League

### RULES & BY-LAWS (Revised 9/7/2011)

ENTRY FEE: \$275

Number of Games: 10-12 (10 guaranteed) plus tournament

League Begins: September 12, 2011

League Contact:

Kevin Weaver – 757-7379 (office) 751-5700 (fax) [kweaver@germantown-tn.gov](mailto:kweaver@germantown-tn.gov)

#### FIELD HOTLINE (Rain Check) 751-KNOW

Schedule will be Posted and Updated at <http://www.germantown-tn.gov/index.aspx?page=489>

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, the Sports Division will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are subject to change with short notice.

#### 1) GAMEPLAY:

- a. Each team must register at least eleven (11) players on the roster with a maximum of twenty (20) players
- b. Regulation games last one (1) hour. There is no limit on the amount of innings played. No new inning will start with less than two (2) minutes on the game clock. The umpire will manage the official time. Games can and will end in a tie, if no time remains.
- c. If a game ends in a tie (and time has not expired), the “international tiebreaker rule” goes into play, meaning each team would start the next inning with a runner on second (the last out from previous inning), with no outs and no count at the plate. This shall be played out until the tie is broken at the end of the inning, ONLY IF TIME ALLOWS (not including tournament).
- d. A game that is called off by the umpire due to inclement weather or other reason, after three (3) full innings of play, shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. If a regulation game that is called off after three (3) innings ends in a tie, it will be marked as such.
  - i. A game that is called off by the umpire before three (3) full innings of play shall not be considered a regulation game and will be re-scheduled or resumed at the point the game was stopped, if possible.
- e. There will be a **7-run rule** in effect per inning. When a team scores seven (7) runs in one (1) inning, even if the team has less than three (3) outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the 7<sup>th</sup> inning or after, in those innings unlimited runs may be scored.
- f. **RUN RULES: Twenty (20) runs ahead after Five (5) innings, and each remaining inning.**
- g. No player may be added to the roster after the fifth game. New players must fill out a waiver release form and be added to the roster prior to the fifth game.
- h. **Players may only play for one team per division**
- i. If a player who is in the game is believed to not be on the roster, the game will continue, but then must be protested to the Parks & Recreation department the following day. The team manager must verify with that player by ID check, that he/she is who they say they are. If a player is found to have played in a game without being on the roster, it is an automatic forfeit for the team using an illegal player.
- j. During play, the team manager may request a maximum of two (2) timeouts that cannot exceed 1 minute each.
- k. All teams **MUST** report the final score to the Sports Coordinator by calling the score in to 757-7379 or email to [kweaver@germantown-tn.gov](mailto:kweaver@germantown-tn.gov)
- l. No nose rings, eyebrow rings, wrist-watches etc. (Umpire has discretion on jewelry)

## 2) TEAMS & LINEUPS:

### a. PLAYING WITH EIGHT (8) PLAYERS:

- i. If fielding the minimum of eight (8) players, each team must have at least three (3) men. If a team cannot field at least three men (with five (5) women) or at least four (4) women (with four (4) men), that team will forfeit the game. Teams will have a five (5) minute grace period before a forfeit is declared.

### b. PLAYING WITH NINE (9) PLAYERS:

- i. If a team is fielding nine (9) players, they may play with an inequitable gender count in the outfield, meaning two (2) males and one (1) females, or vice-versa.

### c. PLAYING WITH TEN (10) PLAYERS:

- i. No more than five (5) of any gendered players may play defense in the field at any time, **when fielding a ten (10) player defense, which is the maximum allowed defense.**
  - ii. If fielding a maximum of ten (10) players (5 females/5 males), four (4) players must play in the outfield while the remaining six (6) will play in the infield (1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, 3<sup>rd</sup> base, pitcher, and catcher).
- d. Females and males must be equally represented in both the infield and outfield, or if there is imbalance within the makeup of those in attendance, all efforts must be made to achieve gender balance within the infield and outfield. (For example, if five (5) women and three (3) men are in attendance, at least one (1) male and three (3) females must be in either the outfield or infield.)
- e. **The outfield is defined as the grassy area behind the infield. Outfielders must remain in the grass until the ball is kicked.**
- f. All players playing the field must be in the kicking order. Any players that are not playing the field can still be in the kicking order. All team players must kick in a consistent kicking order. If a player is scratched from the kicking order, they may not return to the game and be inserted in the order.
- g. The order of kicking shall be alternating female and male players.
- i. Two (2) lineups should be made up, a male lineup and female lineup. Genders alternate each kick.
  - ii. EXAMPLE:
    1. Male 1, Male 2, Male 3, Male 4, Male 5, Male 6, Male 7, Male 8
    2. Female 1, Female 2, Female 3, Female 4, Female 5
      - a. Female 1 does not kick twice until Female 5 has kicked. The gender order starts over once you complete that order. Male 1 does not kick again until Male 8 has kicked.
- h. Each team must provide the opposing team with their official kicking order, if asked. That kicking order shall not change. **If a player is not present to kick in their designated spot, an out will be recorded.**

## 3) UNIFORMS/EQUIPMENT:

- a. Uniforms are not required to participate in the league but matching color t-shirts are highly recommended.
- b. Metal spikes are not allowed.
- c. One official game ball is required by each team. The ball must be an 8.5-inch diameter kickball and can be any color. **Each team will kick their own game ball.**
- d. The field set up is as followed: The pitcher must pitch the ball from behind the diagonal line and directly in front of home plate. Distance between bases – 55 ft.

## 4) BALL IN PLAY:

- a. No player may advance forward of the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal line until the ball is kicked. Failure to abide by this rule results in a ball.
- b. **A kicked ball must cross the 1<sup>st</sup>-3<sup>rd</sup> diagonal line before it can be considered fair (*Diagonal Zone*). This eliminates the bunt from being a judgment call. A kicked ball may be fielded by the defense ahead of the diagonal line, but any ball not leaving the diagonal zone is a foul ball.**
  - i. Any ball fielded by the defense in the diagonal zone is considered live, whether the defense catches the ball or not.

- ii. If no attempt to play a fly ball in the diagonal zone is made, the ball will be called foul, assuming it hits the ground short of the diagonal line.
- c. When the pitcher or another player have control of the ball near the pitching rubber, play is dead and time is called. Time must be called by the umpire to officially kill the play.
- d. If a base runner is hit by a kicked ball and is not on base, the runner is out, unless the runner is in foul territory. If a base runner is hit by a kicked ball while on base, the runner is safe. The play is ruled dead and all other base-runners return to their base.
- e. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out).
- f. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field.
- g. There is no in-field fly rule.

#### 5) PITCHING:

- a. The strike zone extends to one (1) foot on either side of home plate and six (6) inches high.
- b. No bouncing pitches are allowed. A pitch that is higher than six (6) inches at the plate, and called as such, results in a ball.
- c. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
- d. The pitcher and fielders must stay behind the diagonal line until the ball is kicked. Failure to do so will result in a ball.
- e. Pitchers may only be replaced twice per inning.

#### 6) KICKING:

- a. All kicks must be made with the foot.
- ~~b. All kicks can occur once the ball crosses the plane of the front of the plate.~~
- c. ~~No bunting is allowed. A bunt is defined as a kick, in which the leg has not extended. A called bunt by the umpire will result in a strike called.~~ SEE 4-D.
- d. A walk to a male kicker will result in a two (2) base award. The next kicker (a female) shall kick. With two outs, the female kicker has the option to walk or bat.

#### 7) BASERUNNING:

- a. Runners must stay within the base line. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline shall be safe at the base in which they were running.
- b. The play ends when all runners have reached a base and a defensive player has control of the ball in the infield, and time is called by the umpire.
- c. Neither leading off nor stealing a base is allowed. A runner off of their base when the ball is kicked shall be called out.
- d. Sliding is allowed.
- e. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out. Even if the ball touches the fielder and ricochets off the defender and hits the runner, if below the shoulders, the runner is out, unless they are on the base.
- f. Hitting a runner with the ball above the shoulder level is not allowed. Any runner hit above the shoulders as they are running to a base will be safe. If a player chooses to slide and it hit anywhere on the body, they will be out, if they have not reached the base. *If a player intentionally throws at the head of another player they will be warned. If the incident occurs a second time by any member of the same team, that team will forfeit the game and the fielder will be ejected (suspended).* If the runner intentionally uses their head to block the ball, that runner is out.
- g. One extra base is awarded on an overthrow. A ball is considered an overthrow if it leaves the field of play or into the dugout on a throw to first or third base. If a ball is overthrown and stays in play, runners may advance due to the ball being live. If an overthrow hits a player who is inside/or outside of the dugout, who is not a fielder, the ball is dead.
- h. If a play on the base paths cannot be decided between the captains, "Paper, Rock, Scissors" will be used to determine the outcome of the play, unless a Game Official is present.

8) **COURTESY RUNNERS:**

- a. One (1) Courtesy Runner per half inning must be entered before the first pitch to succeeding kicker. The runner may be any player in the batting order or any player on the roster. There are no exceptions to this.
  1. Courtesy runner is in the game when the base is touched.
  2. In the event a courtesy runner is on base when their turn at kick comes up, he/she will be declared out on base, but may take his/her turn to kick.

9) **STRIKES, BALLS, FOULS, and OUTS:**

- a. A count of two (2) strikes is an out. A strike constitutes:
  - i. A pitch within the strike zone either not kicked, or missed by the kicker.
  - ii. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out).
  - iii. No courtesy foul on the second strike.
  - iv. A count of three (3) balls advances the kicker to 1<sup>st</sup> base. A ball is:
    1. A pitch outside the strike zone
    2. A ball falling short of the plate and does not cross the plate.
    3. A bouncing ball that is higher than six (6) inches as it crosses home plate.
    4. Any fielder advancing forward of the 1<sup>st</sup> – 3<sup>rd</sup> line before the ball is kicked.
    5. Any catcher advancing forward of home plate before the kicker kicks the ball.
- b. A foul is:
  - i. Any kick landing out of bounds
  - ii. **Any kick that does not pass the diagonal line.**
  - iii. A kick landing in bounds but traveling out of bounds on its own before reaching 1<sup>st</sup> or 3<sup>rd</sup> base (any ball touched by an in bounds fielder while it is in bounds is automatically in play even if the ball is heading foul).
- c. A count of three (3) outs by a team completes the team's half inning. An out is:
  - i. A count of two (2) strikes.
  - ii. A runner touched by a ball at ANY time while not on base.
  - iii. Any kicked ball that is caught.
  - iv. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball.
  - v. A runner off of the base when the ball is kicked.
  - vi. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.

10) **MISCELLANEOUS:**

- a. Alcoholic beverages are prohibited in all parks, parking lots and playground areas.
- b. No smoking on the field or in the dugout.
- c. Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for contacting the team you are scheduled to play and the League Director as soon as possible.
- d. All protests must be lodged in writing within 24 hours to the Parks and Recreation office. A \$50.00 protest fee must accompany each protest. Judgment calls by the umpire are not subject to protest.

11) **UNSPORTSMANLIKE CONDUCT:**

- a. **THERE WILL BE ZERO TOLERANCE** for fighting, "taking out" a player, confronting an umpire, intentionally throwing at a batter.
- b. Player(s) ejected from a game will serve an automatic one (1) game suspension effective immediately. Players with multiple ejections will serve multiple game suspensions and/or banishment from the league. No loud profanity; smack talk or baiting players.